5 Caravan Guard

LEVEL 2 | AC 15 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Shortspear: +5 vs AC; 15 damage

ABILITIES

Human • Martial

SPECIAL POWERS

Bluster: +2 Attack and +5 Damage until an ally is destroyed.

45 Cleric of Dol Arrah

LEVEL 10 | AC 24 | DEF 22 | SPEED 6 | HP 65

ATTACK ACTIONS

Halberd: +17 vs AC; 15 Damage

Dismissal: (range 5; Demon, Devil, or Planar target only) +15 vs DEF (Will); ongoing 25 Damage (save ends), ongoing 10 Damage (save ends) on miss

Lance of Faith: (range 5): +15 vs DEF (Ref); 10 radiant Damage

ABILITIES

Good • Human • Divine

Aura of Protection from Evil: This creature and allies adjacent to it have +2 AC and +2 DEF against Evil enemies.

Reach 2

SPECIAL POWERS

Cure Wounds: Minor action; this creature or an adjacent ally heals 20 HP.

CHAMPION 4

- Use at start of round. Martial allies have +2 Attack and +5 Damage until end of round.
- Use when an enemy misses with an attack. That enemy takes 5 radiant Damage.

21 Dwarf Raider

LEVEL 6 | AC 20 | DEF 18 | SPEED 5 | HP 50

ATTACK ACTIONS

Handaxe: +11 vs AC; 10 Damage

Hand Crossbow: (nearest) +11 vs AC; 10 Damage

ABILITIES

Dwarf • Martial

SPECIAL POWERS

Liberate Booty: Replaces attack action: At end of this creature's turn, if it is in one of your victory areas and no other creature is in that victory area, score +5 VP OR this creature has +5 Damage until end of battle.

21 Dwarf Wizard

LEVEL 6 | AC 20 | DEF 20 | SPEED 5 | HP 40

ATTACK ACTIONS

Staff: +9 vs AC; 10 Damage

Bigby's Slapping Hand: (nearest) +11 vs DEF (Ref); target provokes opportunity attacks

Cold Orb: (range 5) +11 vs DEF (Ref); 10 cold Damage AND Slowed

ABILITIES

Dwarf • Arcane

SPECIAL POWERS

Moradin's Reflection: Immediate, when targeted by an enemy's attack; make an attack against that enemy; +11 vs DEF (Ref). On a hit, the enemy's original attack is redirected to that enemy and is an automatic hit.

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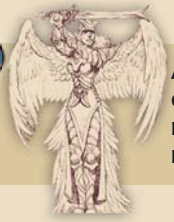
32 Justice Archon

LEVEL 9 | AC 25 | DEF 21 | SPEED F6 | HP 65

ATTACK ACTIONS

Sword Strike: +16 vs AC; 15 Damage

Sword of Justice: +14 vs DEF (Will); the target takes the damage and effects of its own attack, not including any Followup attack.



ABILITIES

Good • Angel • Planar

Flight

Immune Lightning

SPECIAL POWERS

Angelic Retribution: Immediate, when damaged by an enemy; Angel allies have +5 Damage against that enemy until end of battle.

96 Mounted Paladin

LEVEL 16 | AC 30 | DEF 28 | SPEED 8 | HP 95

ATTACK ACTIONS

Bastard Sword: +21 vs AC; 25 Damage

Mounted Attack: This creature moves up to its Speed and makes a attack at any time during its move.

ABILITIES

Good • Human • Mounted • Divine

Immune Fear

SPECIAL POWERS

Divine Challenge: Use at end of this creature's turn. Choose an adjacent enemy; on its next turn, that enemy takes 10 radiant Damage at end of its turn if it does not attack this creature.

Lay on Hands 20: Minor action; adjacent ally heals 20 HP.

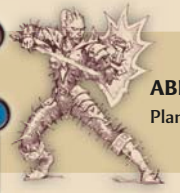
Powerful Charge 10: +10 Damage on charge.

34 Spiker Champion

LEVEL 10 | AC 26 | DEF 22 | SPEED 5 | HP 65

ATTACK ACTIONS

Longsword: +17 vs AC; 15 Damage



ABILITIES

Planar • Martial

SPECIAL POWERS

Spiked Armor: Whenever an enemy charges this creature, or an adjacent enemy shifts or provokes an opportunity attack, that enemy takes 10 Damage.

81 Stone Giant

LEVEL 15 | AC 27 | DEF 25 | SPEED 7 | HP 110

ATTACK ACTIONS

Club: +18 vs AC; 30 Damage AND push 1 square

Hurl Rock: (nearest) +16 vs DEF (Ref); 20 Damage AND Stunned

ABILITIES

Giant • Earth

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Stoneskin: Minor action; this creature has Resist 10 All until end of its next turn.

82 Sword Archon

LEVEL 14 | AC 30 | DEF 26 | SPEED F7 | HP 85

ATTACK ACTIONS

Trueblade: +21 vs AC or DEF (Fort); 20 + 5 radiant Damage

❑ **Discorporating Dive:** (usable only on charge) +21 vs DEF (Ref); 20 + 5 radiant Damage AND Immobilized AND Evil target is Helpless

ABILITIES

Good • Angel • Planar

Flight

Immune Fear, Lightning, Stunned, Thunder

Reach 2

SPECIAL POWERS

Angelfire: Each enemy that activates while adjacent to this creature is Dazed until end of that enemy's turn.

128 Trumpet Archon

LEVEL 18 | AC 30 | DEF 28 | SPEED F8 | HP 125

ATTACK ACTIONS

Greatsword: +23 vs AC; 25 + 10 radiant Damage

❑ **Trumpet's Peal:** (blast 5, enemies only) +21 vs DEF (Will); 30 thunder Damage AND Stunned, 15 thunder only on miss. RECHARGE when first Bloodied.

ABILITIES

Good • Angel • Planar

Flight

SPECIAL POWERS

Herald of Justice: While this creature is not Bloodied, all enemies that have line of sight to it have -2 AC and -2 DEF.

❑❑ **Herald of Truth:** Use 1 Champion power of an allied champion, as if this creature had that Champion power.

❑ **Reveille:** Minor action; each ally makes a save against an effect or condition with a duration of (save ends).

77 Ulmo Lightbringer

LEVEL 15 | AC 29 | DEF 29 | SPEED 7 | HP 85

ATTACK ACTIONS

Kama: +20 vs AC; 15 Damage

Shuriken Flurry: (range 10) 3 attacks, each against a different target, +16 vs AC each; 10 Damage each

❑❑ **Stunning Fist:** +18 vs DEF (Fort); 15 Damage AND Stunned (save ends)

ABILITIES

Good • Halfling • Ki

Unique

Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

❑❑ **Impossible Dodge:** Immediate, when this creature would be hit by an attack; reroll that attack.

❑ **Ki Deflection:** Use when a ranged attack misses this creature; the attack instead hits 1 enemy within 5 squares of this creature.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

21 Village Priest

LEVEL 7 | AC 21 | DEF 19 | SPEED 5 | HP 50

ATTACK ACTIONS

Cudgel: +13 vs AC; 10 Damage

Hold Ray: (nearest) +11 vs DEF (Ref); 10 Damage AND Immobilized

ABILITIES

Human • Divine

+4 DEF (Will)

SPECIAL POWERS

❑❑ **Cure Wounds:** Minor action: This creature or an adjacent ally heals 10 HP.

Martial Blessing: Adjacent lower-level Martial allies have +4 Attack.

❑ **Recover:** Minor action; end 1 ongoing effect or condition on an adjacent ally.

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30 Werebear

LEVEL 8 | AC 20 | DEF 19 | SPEED 6 | HP 65

ATTACK ACTIONS

Greataxe: +11 vs AC; 25 Damage

ABILITIES

Shapeshifter • Primal • Rage

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Bloodthirsty 10: +10 Damage against Bloodied targets.

❑ **Death Strike:** Immediate, when this creature is destroyed; make a attack before being destroyed.

98 Archmage

LEVEL 16 | AC 28 | DEF 29 | SPEED F8 | HP 75

ATTACK ACTIONS

Staff: +19 vs AC; 10 Damage

❑❑ **Acid Arrow:** (sight) +19 vs DEF (Ref); ongoing 10 acid Damage AND 5 acid Damage to creatures adjacent to target

❑ **Banishment:** (range 5; Demon, Devil, or Planar targets only) +19 vs DEF (Will); 35 Damage AND Stunned, 15 Damage only on miss

Magic Missile: (sight) +19 vs DEF (Ref); 15 Damage, ignore Insubstantial

ABILITIES

Human • Arcane

Flight; Conceal 6

SPECIAL POWERS

❑ **Dimension Door:** Replaces move action: Teleport 10 squares. RECHARGE when first Bloodied.

Mordenkainen's Sword: Use at start of this creature's turn. The nearest enemy in line of sight takes 15 Damage.

32 Celestial Pegasus

LEVEL 9 | AC 25 | DEF 21 | SPEED F8 | HP 60

ATTACK ACTIONS

Hoof Strike: +16 vs AC; 15 Damage

❑ **Smite Evil:** (Evil target only) +16 vs AC; 25 Damage. RECHARGE when damaged by an Evil enemy.

ABILITIES

Good • Beast

Flight

Resist 5 All

Sylvan Mount: Can have a Medium or smaller Eladrin or Elf creature as a rider.

SPECIAL POWERS

Aura of Virtue: Adjacent Good allies have Resist 5 All.

79 Divine Crusader of Corellon

LEVEL 16 | AC 29 | DEF 27 | SPEED F6 | HP 95

ATTACK ACTIONS

Longsword: +20 vs AC; 15 + 5 radiant Damage

Corellon's Blade Flurry: Make 2 attacks, each against a different target.

Spiritual Weapon: (sight) +20 vs DEF (Ref); 10 Damage AND ongoing 10 radiant Damage (save ends)

ABILITIES

Good • Elf • Divine

Flight

Immune Confused, Sleep

SPECIAL POWERS

Blade Dancer: This creature can shift 2 squares after it makes a attack.

Blessing of Corellon: Eladrin and Elf allies within 5 squares of this creature have +2 Attack.

45 Djinni

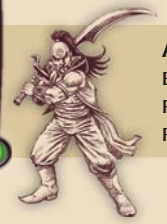
LEVEL 11 | AC 25 | DEF 23 | SPEED F7 | HP 70

ATTACK ACTIONS

Falchion: +16 vs AC; 20 Damage

❑❑ **Lightning Stride:** (line 10) +15 vs DEF (Ref); 20 lightning Damage. Hit or miss, this creature teleports adjacent to the target farthest from it.

Whirlwind Attack: (burst 2, enemies only) +16 vs AC; 15 Damage



ABILITIES

Elemental • Air

Flight

Reach 2

SPECIAL POWERS

❑ **Thin Air:** Minor action; until end of its next turn, this creature has Insubstantial and is invisible.

21 Elf Swashbuckler

LEVEL 7 | AC 21 | DEF 19 | SPEED 6 | HP 50

ATTACK ACTIONS

Rapier: +12 vs AC; 15 Damage

ABILITIES

Elf • Martial

Elven Step: Ignores difficult terrain when shifting.

Improved Agility: +5 AC against opportunity attacks.

SPECIAL POWERS

❑❑ **Acrobatics:** Use when this creature is targeted by an opportunity attack; that attack automatically misses.

Pin to Wall: Use when this creature hits an enemy adjacent to a wall; that enemy is Immobilized.

Seize the Initiative: Use when you win initiative; shift 3 squares.

124 Ghaele Eladrin

LEVEL 18 | AC 30 | DEF 30 | SPEED F8 | HP 95

ATTACK ACTIONS

Holy Sword: +25 vs AC; 25 Damage

Disorienting Gaze: (range 5) +23 vs DEF (Will); 10 psychic Damage AND Confused

Searing Light: (sight) 2 attacks, each against a different target, +23 vs AC each; 15 radiant Damage each

ABILITIES

Good • Eladrin • Arcane

Flight; Blindsight

Improved Agility: +5 AC against opportunity attacks.

SPECIAL POWERS

❑ **Cure Wounds:** Minor action; this creature or an adjacent ally heals 30 HP.

CHAMPION 3 ❑❑❑

- Use when an ally rolls a natural 19+ on an attack roll. That ally can activate 1 additional time this round.
- Use when an enemy makes an ✻ attack. That attack deals half damage, and all other effects of that attack are negated.

29 Large Air Elemental

LEVEL 8 | AC 22 | DEF 20 | SPEED F8 | HP 40

ATTACK ACTIONS

Blast of Wind: +11 vs DEF (Fort); 10 Damage

❑❑ **Stormbolts:** (blast 3): +11 vs DEF (Ref); 15 lightning Damage AND slide 2 squares AND Dazed

❑ **Whirlwind:** (burst 2, enemies only) +11 vs DEF (Fort); 10 Damage. RECHARGE when damaged by an enemy.

ABILITIES

Elemental • Air

Flight

Insubstantial

Reach 2

SPECIAL POWERS

Incited: +5 Damage when this creature is the first creature to activate in a round.

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65 Large Copper Dragon

LEVEL 12 | AC 25 | DEF 23 | SPEED F7 | HP 75

ATTACK ACTIONS

Bite: +19 vs AC; 15 + 10 acid Damage

❑ **Acid Breath:** (line 10) +15 vs DEF (Ref); 20 acid Damage AND ongoing 10 acid Damage (save ends)

ABILITIES

Dragon

Flight

Resist 15 Acid

SPECIAL POWERS

Stolen Secrets: Whenever an enemy is eliminated while adjacent to this creature, score +5 VP.

CHAMPION 2 ❑❑

- Use when this creature is first Bloodied. RECHARGE Acid Breath, and this creature can immediately make an Acid Breath attack.
- Use at start of round. Choose 1 enemy champion; that enemy's Champion rating does not count for determining initiative this round.

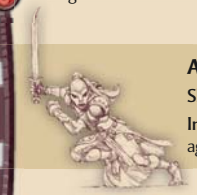
34 Longstrider Ranger

LEVEL 9 | AC 23 | DEF 21 | SPEED 9 | HP 65

ATTACK ACTIONS

Longsword: +14 vs AC; 15 Damage

Spring Attack: This creature moves up to its Speed and makes a ⨺ attack at any time during its move.



ABILITIES

Shapeshifter • Martial

Improved Agility: +5 AC against opportunity attacks.

SPECIAL POWERS

Fleet of Foot: Minor action; shift 1 square.

Skirmish 5: +5 ⨺ Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

Pack Hunter 5: +5 Damage while within 5 squares of a Shapeshifter ally.

60 Phoelarch

LEVEL 12 | AC 28 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

Scimitar: +19 vs AC; 15 Damage AND ongoing 5 fire Damage (save ends)

Scorching Ray: (nearest) +16 vs DEF (Ref); 15 fire Damage

ABILITIES

Planar • Fire

Resist 20 Fire

Vulnerable 10 Cold

SPECIAL POWERS

Deathspawn: Immediate, when destroyed; all creatures within 2 squares of this creature take 20 fire Damage. Place a new Phoera creature in this creature's space. That creature is part of your warband and is considered to have activated this round.

Fire Shield 5: Any creature that hits this creature with a ⨺ attack takes 5 fire Damage.

17 Talenta Halfling

LEVEL 6 | AC 20 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

Scimitar: + 11 vs AC; 10 Damage

Boomerang: (range 10) +10 vs AC; 10 Damage; reroll once on miss

ABILITIES

Halfling • Martial

Hide

SPECIAL POWERS

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

24 Thorn

LEVEL 7 | AC 19 | DEF 17 | SPEED 5 | HP 35

ATTACK ACTIONS

Dagger: +12 vs AC; 5 + 5 poison Damage

Thornbow: (sight) +13 vs AC; 5 + 10 poison Damage AND Immobilized (Poison)

ABILITIES

Fey • Stealth

Forest Walk: Forest terrain does not affect this creature's movement.

Blend with the Trees: This creature has Hide while in forest terrain.

SPECIAL POWERS

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

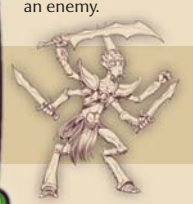
55 Thri-Kreen Barbarian

LEVEL 12 | AC 24 | DEF 22 | SPEED 9 | HP 90

ATTACK ACTIONS

Chitin Sword: +15 vs AC; 25 Damage

Grab and Stab: +13 vs DEF (Fort); 10 Damage AND Immobilized AND this creature makes a attack against the same target. RECHARGE when this creature is damaged by an enemy.



ABILITIES

Thri-Kreen • Primal • Rage

Immune Sleep

SPECIAL POWERS

Multiple Threats: All enemies adjacent to this creature grant combat advantage to attackers.

Venomous Bite: Minor action; 1 adjacent Immobilized enemy has ongoing 10 poison Damage (save ends).

33 Wand Expert

LEVEL 9 | AC 21 | DEF 19 | SPEED 6 | HP 45

ATTACK ACTIONS

Wand Tap: +13 vs AC; 15 acid OR fire Damage

Dual Wands: (sight) +15 vs DEF (Ref); 15 fire Damage. Hit or miss, make a second attack against any target in sight: +15 vs DEF (Ref); 15 acid Damage.

ABILITIES

Eladrin • Arcane

SPECIAL POWERS

Feywild Defense: Use when this creature or an adjacent ally is targeted by an attack; that target teleports 3 squares. RECHARGE when first Bloodied.

27 Weretiger

LEVEL 8 | AC 24 | DEF 22 | SPEED 7 | HP 65

ATTACK ACTIONS

Claw: +13 vs AC; 15 Damage

Tiger's Pounce: (usable on charge) Move at least 2 squares, then make 2 attacks against 1 target. RECHARGE at end of this creature's turn if no enemy can see it.

ABILITIES

Shapeshifter

Forest Walk: Forest terrain does not affect this creature's movement.

+4 DEF (Ref)

Blend with the Trees: This creature has Hide while in forest terrain.

Reach 2

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6 Wild Elf Raider

LEVEL 2 | AC 14 | DEF 14 | SPEED 8 | HP 30

ATTACK ACTIONS

Scimitar: +5 vs AC; 15 Damage

ABILITIES

Elf • Primal

Resolute: +8 DEF (Will) while within 5 squares of an allied Elf champion.

3 Xeph Warrior

LEVEL 1 | AC 15 | DEF 13 | SPEED 7 | HP 20

ATTACK ACTIONS

Glaive: +6 vs AC; 10 Damage

ABILITIES

Xeph • Martial

Reach 2

9 Dwarf Mercenary

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Longsword: +11 vs AC; 15 Damage

ABILITIES

Dwarf • Martial

SPECIAL POWERS

Healing Potion: Minor action; spend 5 VP, then this creature heals 30 HP.

Hindering Blade Style: Whenever an enemy adjacent to this creature attacks an ally, it has -2 Attack on that attack roll.

16 Blackscale Lizardfolk

LEVEL 6 | AC 18 | DEF 16 | SPEED 6 | HP 55

ATTACK ACTIONS

Spiked Club: +8 vs AC; 20 Damage

ABILITIES

Lizardfolk • Primal

Dragonkin: +8 DEF against or attacks from Dragons.

Reach 2

44 Red Slaad

LEVEL 11 | AC 27 | DEF 23 | SPEED 6 | HP 65

ATTACK ACTIONS

Claw: +17 vs AC; 15 Damage

❑ **Horrid Croak:** (blast 3) +15 vs DEF (Fort); ongoing 10 psychic Damage AND Immobilized (Fear; save ends both)

ABILITIES

Slaad • Chaos

Immune Confused

Reach 2

SPECIAL POWERS

❑ **Chaos Seed:** Use when this creature scores a critical with a attack; target is also Confused (save ends). While it is Confused, whenever an ally of the target activates in a square adjacent to the target, that ally is Confused until end of turn.

❑ **Leaping Pounce:** Replaces attack action: Move 6 squares as if with Flight, then make 2 attacks. RECHARGE when first Bloodied.

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33 Scorpion Clan Drow Fighter

LEVEL 9 | AC 23 | DEF 21 | SPEED 6 | HP 60

ATTACK ACTIONS

Cutlass: +14 vs AC; 15 Damage

Boomerang: (range 10) +14 vs AC; 10 Damage; reroll once on miss

ABILITIES

Drow • Martial

+4 DEF (Ref)

SPECIAL POWERS

Skirmish 10: +10 Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

CHAMPION 1 ❑

• Use when a Drow ally hits an enemy with a attack: +10 Damage on that attack.

• Use at any time. Drow creatures in your warband have +2 Attack until end of round.

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89 Barbed Devil

LEVEL 16 | AC 30 | DEF 28 | SPEED 6 | HP 100

ATTACK ACTIONS

Claws: +22 vs AC; 25 Damage

Nightmare Sting: (Reach 2) +21 vs DEF (Fort); 10 + 10 poison Damage AND Weakened (save ends)

ABILITIES

Evil • Devil

SPECIAL POWERS

Barbed Carapace 10: Whenever an enemy damages this creature with a attack, that enemy takes 10 Damage.

❑❑ **Feverish Hallucination:** Minor action; push 1 adjacent Weakened enemy 6 squares; this movement provokes opportunity attacks. (Fear)

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45 Chain Devil

LEVEL 11 | AC 25 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

Spiked Chain: +16 vs AC; 15 Damage AND ongoing 5 Damage (save ends)

Entangling Chains: +15 vs DEF (Ref); 15 Damage AND Immobilized

ABILITIES

Evil • Devil

Quick Step 2: Can shift 2 squares instead of 1.

Reach 4

SPECIAL POWERS

❑ **Dance of Chains:** Immediate, when targeted by a attack; shift 2 squares and make a attack.

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35 Chraal

LEVEL 10 | AC 24 | DEF 22 | SPEED 8 | HP 70

ATTACK ACTIONS

Icy Claw: +13 vs AC; 10 + 5 cold Damage

❑ **Frostblast:** (blast 4) +13 vs DEF (Fort); 20 cold Damage AND Slowed, 10 cold Damage only on miss

ABILITIES

Evil • Elemental • Cold

Resist 10 Cold

Reach 2

SPECIAL POWERS

Champion Bolstered: +2 Attack while an allied champion is within 5 squares.

❑ **Death Burst:** (burst 1) Immediate, when destroyed; +13 vs DEF (Fort); 20 cold Damage AND Slowed, 10 cold Damage only on miss.

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24 Direguard

LEVEL 7 | AC 21 | DEF 19 | SPEED 6 | HP 50

ATTACK ACTIONS

Longsword: +12 vs AC; 10 Damage AND ongoing 5 necrotic Damage (save ends)

❑❑ **Shadowbolt:** (sight) +10 vs DEF (Ref); 10 necrotic Damage

ABILITIES

Undead

Resist 10 Cold, Necrotic

SPECIAL POWERS

❑ **Phase Out:** Minor action; until start of its next turn, this creature has Insubstantial and Phasing.

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42 Efreeti

LEVEL 11 | AC 25 | DEF 23 | SPEED F7 | HP 70

ATTACK ACTIONS

Falchion: +16 vs AC; 10 + 10 fire Damage

Produce Flame: (range10) 2 attacks, each against a different target, +12 vs DEF (Ref) each; 10 fire Damage AND ongoing 5 fire Damage (save ends)

ABILITIES

Evil • Elemental • Fire

Flight

Resist 15 Fire

Reach 2

SPECIAL POWERS

❑ **Stoke the Flames:** Immediate, when this creature activates; all creatures within 10 squares taking ongoing fire Damage take 10 fire Damage.

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11 Flamebrother Salamander

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Glaive: +11 vs AC; 5 + 5 fire Damage

ABILITIES

Elemental • Fire

Resist 20 Fire

Hide

Lunge: Reach 2 while no enemies are adjacent to this creature.

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35 Ghostly Consort

LEVEL 9 | AC 24 | DEF 21 | SPEED F6 | HP 35

ATTACK ACTIONS

Spectral Touch: +14 vs DEF (Ref); 10 necrotic Damage AND Weakened

Chilling Gaze: (range 5) +13 vs DEF (Ref); 15 necrotic OR cold Damage AND Slowed

❑❑ **Possession:** +14 vs DEF (Will); 10 psychic Damage AND living target is Dominated

ABILITIES

Undead

Flight; Phasing; Insubstantial

Resist 10 Necrotic

Vulnerable 10 Radiant

SPECIAL POWERS

❑ **Dissipate:** Use when a critical is scored against this creature; that attack is a normal hit instead, and this creature is invisible until start of its next turn.

9 Hobgoblin Impaler

LEVEL 3 | AC 20 | DEF 15 | SPEED 5 | HP 30

ATTACK ACTIONS

Heavy Pick: +8 vs AC; 10 Damage

ABILITIES

Goblin • Hobgoblin • Martial

SPECIAL POWERS

Keen Weapon: This creature's ⸸ attacks deal triple damage on criticals.

Pin and Set: ⸸ attacks against enemies adjacent to this creature score criticals on attack rolls of natural 19+.

17 Imp

LEVEL 6 | AC 21 | DEF 20 | SPEED F6 | HP 35

ATTACK ACTIONS

Bite: +10 vs AC; 10 Damage

⸸ **Ichorous Sting:** +12 vs AC; 5 Damage AND ongoing 10 poison Damage (save ends)

ABILITIES

Evil • Devil

Flight

Shortened Reach: Cannot make opportunity attacks.

SPECIAL POWERS

Infernal Advisor: Adjacent allies have Sneak Attack 5.

Infernal Spawn: Use when this creature is destroyed; place a new Imp creature in your start area. That creature is part of your warband and is considered to have activated this round.

Sneak Attack 5: +5 ⸸ Damage whenever this creature has combat advantage against target.

6 Kobold Soldier

LEVEL 2 | AC 18 | DEF 14 | SPEED 5 | HP 25

ATTACK ACTIONS

Spear: +8 vs AC; 10 Damage

ABILITIES

Kobold • Martial

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Shifty: Minor action; shift 1 square.

Stab, Stab: After this creature resolves an opportunity attack, it can immediately shift 1 square and make a attack against the same target.

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55 Mina, Dark Cleric

LEVEL 12 | AC 26 | DEF 24 | SPEED 5 | HP 75

ATTACK ACTIONS

Mina's Kiss: +19 vs AC; 10 + 10 necrotic Damage

❑❑ **Bestow Curse:** (nearest) +17 vs DEF (Will); 10 Damage AND -4 Attack, -4 DEF (save ends both)

ABILITIES

Evil • Human • Divine

Unique

SPECIAL POWERS

❑ **Death Kiss:** Use when this creature would destroy a living target; target is instead Dominated. It is destroyed at end of its next turn, or if it takes damage.

CHAMPION 2 ❑❑

Warband Building: All Dragon creatures are legal in your warband.

- Use at start of round. Allies have +2 ⸸ Attack and +5 ⸸ Damage against enemies affected by Bestow Curse.
- Use when a Dragon ally destroys a creature. That ally heals 10 HP.

44 Ogre Mage

LEVEL 9 | AC 23 | DEF 21 | SPEED F7 | HP 60

ATTACK ACTIONS

Okatana: +13 vs AC; 15 Damage

❑ **Cone of Cold:** (blast 5) +12 vs DEF (Ref); 25 cold Damage AND Immobilized

❑ **Sleep:** (radius 2 within sight) +12 vs DEF (Will); Helpless (save ends)

ABILITIES

Evil • Ogre • Arcane

Flight

Reach 2

SPECIAL POWERS

❑ **Mist Form:** Minor action; this creature gains Insubstantial until end of its next turn.

CHAMPION 2 ❑❑

- Use when an ally activates. That ally is invisible until end of round.
- Use at start of round. Choose 1 enemy; that enemy grants combat advantage to all creatures until end of round.

71 Orog Warlord

LEVEL 14 | AC 30 | DEF 26 | SPEED 5 | HP 85

ATTACK ACTIONS

Maul: +21 vs AC; 20 Damage

ABILITIES

Orc • Orog • Martial

SPECIAL POWERS

Cleave: Immediate, when this creature's ⸸ attack destroys an enemy; make a attack. Usable once per turn.

Inspire Grunts: Orc allies have +2 ⸸ Attack.

CHAMPION 2 ❑❑

Warband Building: All Ogre and Orc creatures are legal in your warband.

- Use when an ally misses with a ⸸ attack. Reroll that attack.
- Use before rolling initiative. Ogre and Orc creatures in your warband have +2 Speed until end of round.

94 Steel Predator

LEVEL 16 | AC 29 | DEF 28 | SPEED 8 | HP 95

ATTACK ACTIONS

Claw: +21 vs AC; 20 Damage

⸸ **Pin Down:** +21 vs AC; 15 Damage AND Immobilized

❑ **Roar:** (blast 5) +17 vs DEF (Fort); 40 thunder Damage, 20 thunder on miss

ABILITIES

Planar

Immune Thunder

Blind: Immune to attack actions and special powers with Gaze in their name.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Aggressive 5: +5 ⸸ Damage while not Bloodied.

Rake: +10 ⸸ Damage against Immobilized targets.

12 Vargouille

LEVEL 4 | AC 16 | DEF 14 | SPEED F5 | HP 25

ATTACK ACTIONS

Bite: +11 vs AC; 10 Damage

Shriek: (burst 2) +9 vs DEF (Fort); 10 thunder Damage AND Immobilized

ABILITIES

Evil • Undead

Flight

Immune Stunned

Resist 10 Thunder

SPECIAL POWERS

❑ **Vargouille's Kiss:** Replaces attack action: 1 adjacent Immobilized enemy has ongoing 10 necrotic Damage (save ends).

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5 Skeletal Archer

LEVEL 1 | AC 15 | DEF 13 | SPEED 6 | HP 15

ATTACK ACTIONS

Longsword: +6 vs AC; 10 Damage

Shortbow: (sight) +7 vs AC; 10 Damage

ABILITIES

Undead

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

❑ **Bones:** Use at start of round; place this creature in your start area or in a space adjacent to a non-Good Arcane or Divine ally.

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7 Abyssal Skulker

LEVEL 3 | AC 17 | DEF 15 | SPEED 7 | HP 25

ATTACK ACTIONS

Bite: +9 vs AC; 10 Damage

ABILITIES

Evil • Demon

Wandering Monster: Sets up in a random victory area.

Hide

SPECIAL POWERS

Ambush 10: Minor action; choose 1 enemy that does not have line of sight to this creature; +10 Damage against that enemy until end of this creature's turn.

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34 Bugbear Champion of Erythnul

LEVEL 9 | AC 24 | DEF 22 | SPEED 6 | HP 60

ATTACK ACTIONS

Erythnul's Fist: +15 vs AC; 10 Damage AND living target has ongoing 5 Damage (save ends)

❑ **Wounding Smite:** +13 vs AC; 10 + 5 radiant Damage AND living target has ongoing 10 Damage (save ends)

ABILITIES

Evil • Goblin • Bugbear • Divine

+4 DEF (Will)

SPECIAL POWERS

❑❑ **Bloodletting 5:** Use when an ally's attack hits a living target within 5 squares of this creature; that target also has ongoing 5 Damage (save ends).

CHAMPION 2 ❑❑

- Use at start of this creature's turn. Until end of round, allies have +1 Attack for each enemy that has been eliminated.
- Use when an ally is eliminated. Choose 1 other ally; that ally has +10 Damage until end of round.

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32 Feral Minotaur

LEVEL 8 | AC 20 | DEF 18 | SPEED 8 | HP 60

ATTACK ACTIONS

Fang and Claw: +11 vs AC; 20 Damage

Goring Charge: (usable only on charge) +11 vs AC; 30 Damage AND push 2 squares

ABILITIES

Minotaur • Primal

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Regeneration 10: Use at start of this creature's turn; heal 10 HP.

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29 Fiendish Dire Wolverine

LEVEL 8 | AC 19 | DEF 18 | SPEED 6 | HP 60

ATTACK ACTIONS

Bite: +11 vs AC; 20 Damage

ABILITIES

Evil • Beast • Primal • Rage

Immune Fear

SPECIAL POWERS

Scent of Blood: +2 Attack and +5 Damage against Bloodied targets.

❑ **Tenacious Grip:** Use after an enemy shifts out of a square adjacent to this creature; place this creature adjacent to that enemy.

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80 Hezrou

LEVEL 15 | AC 27 | DEF 26 | SPEED 6 | HP 100

ATTACK ACTIONS

Pummel: +17 vs AC; 30 Damage

Backhand Cuff: +17 vs DEF (Fort); 20 Damage AND push 3 squares AND Dazed

ABILITIES

Evil • Demon

Reach 2

SPECIAL POWERS

Demonic Stench: Adjacent living creatures have -2 Attack; Demons immune.

❑ **Irritable:** Minor action; make a Backhand Cuff attack.

CHAMPION 2 ❑❑

Warband Building: All Demon creatures are legal in your warband.

- Use when the first enemy activates in a round. That enemy is Weakened until end of its turn.
- Use when a Demon ally activates. That ally has +5 Attack and +5 Damage until end of turn.

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11 Magmin

LEVEL 4 | AC 20 | DEF 18 | SPEED 5 | HP 30

ATTACK ACTIONS

Slap: +9 vs AC; 5 + 5 fire Damage

❑ **Fire Frenzy:** +9 vs DEF (Ref); 15 fire Damage. RECHARGE when this creature starts its turn with no other creatures adjacent to it.

ABILITIES

Elemental • Fire

Immune Fire

Vulnerable 10 Cold

SPECIAL POWERS

❑ **Heat Aura:** Minor action; each adjacent creature takes 5 fire Damage.

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5 Ophidian

LEVEL 2 | AC 16 | DEF 14 | SPEED 5 | HP 25

ATTACK ACTIONS

⊕ **Falchion:** +7 vs AC; 10 Damage

❑ ⸸ **Venomblade:** +7 vs AC; 10 + 10 poison Damage

ABILITIES

Reptile

SPECIAL POWERS

Cold-Blooded: Whenever this creature takes cold damage, it is Slowed.

Servitor of the Snake: +2 Attack while within 5 squares of an allied Reptile champion.

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47 Orc Wolf Shaman

LEVEL 12 | AC 23 | DEF 23 | SPEED 7 | HP 55

ATTACK ACTIONS

⊕ **Scimitar:** +15 vs AC; 15 Damage

❑ ⚚ **Call Lightning:** (sight) targets 2 creatures within 4 squares of each other, +17 vs DEF (Ref) each; 20 lightning Damage AND ongoing 10 lightning Damage (save ends). RECHARGE when no enemies are affected by this power.

⚚ **Produce Flame:** (range 10) +17 vs DEF (Ref); 15 fire Damage

ABILITIES

Orc • Primal

CHAMPION 2 ❑❑

Warband Building: All Orc creatures of level 6 or lower are legal in your warband.

- Use when a Beast or Orc ally hits with a ⸸ attack: +15 Damage on that attack.
- Use after rolling initiative. Beast and Orc allies have +2 Speed until end of round.

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28 Troll Slasher

LEVEL 8 | AC 20 | DEF 18 | SPEED 6 | HP 65

ATTACK ACTIONS

⊕ **Claw:** +13 vs AC; 15 Damage

⸸ **Brutal Slash:** +11 vs AC; 20 Damage AND ongoing 5 Damage (save ends)

ABILITIES

Troll

Vulnerable 10 Fire

Reach 2

SPECIAL POWERS

❑ **Blood Frenzy:** Immediate, when an enemy within Reach becomes Bloodied; make a Brutal Slash attack against that enemy.

Regeneration 10: Use at start of this creature's turn; heal 10 HP.

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19 Wrackspawn

LEVEL 6 | AC 18 | DEF 17 | SPEED 5 | HP 50

ATTACK ACTIONS

⊕ **Boneshard Spear:** +9 vs AC; 15 Damage AND ongoing 5 Damage (save ends)

ABILITIES

Evil • Demon

Blindsight 5: Within 5 squares of this creature, ignores Conceal and treats invisible creatures as visible.

SPECIAL POWERS

❑ **Warp the Flesh:** Use when this creature damages a living enemy; that enemy takes 10 necrotic Damage and has -2 Speed and -2 Attack until end of battle.

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DUNGEONS & DRAGONS ***Miniatures Battle Rules***
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